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1 Computing curricula 2001

CORPORATE The Joint Task Force on Computing Curricula

September 2001 **Journal on Educational Resources in Computing (JER)**

Publisher: ACM Request Permissions

Full text available: Pdf (2.78 KB), Html (2.78 KB) Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 93, Downloads (12 Months): 1086, Dow

2 Historical perspectives on the computing curriculum (report of the ITI

perspectives in computing education)

Michael Goldweber, John Impagliazzo, Iouri A. Bogoliavenski, A. G. Clear, C. Rasala

June 1997 **ITiCSE-WGR '97: The supplemental proceedings of the conference education: working group reports and supplemental p**

Publisher: ACM Request Permissions

Full text available: Pdf (110.51 KB) Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 64, Dow

3 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ja

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM Request Permissions

Full text available: Pdf (63.03 MB) Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 135, Downloads (12 Months): 1446, Dow

The graphics processor (GPU) on today's commodity video cards has ev
processor. The latest graphics architectures provide tremendous memor
fully programmable vertex ...

4 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Chr

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM Request Permissions

Full text available: Pdf (11.22 MB) Additional Information: [full citation](#), [at](#)

Bibliometrics: Downloads (6 Weeks): 74, Downloads (12 Months): 564, Dow

This course will primarily cover widely accepted and proved methodolog

advanced or recent topics such as continuous collision detection, ADFs, When appropriate ...

5 Automatic compilation to a coarse-grained reconfigurable system-on-chip

 Girish Venkataramani, Walid Najjar, Fadi Kurdahi, Nader Bagherzadeh, Wim Dehaene
November 2003 **Transactions on Embedded Computing Systems (TEC)**

Publisher: ACM 

Full text available:  Pdf (687.52 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 66, Download Rank: 1000

The rapid growth of device densities on silicon has made it feasible to design complex systems on a single chip as a computing platform. However, one of the obstacles to the wider acceptance of this technology is the lack of an effective design methodology for application ...

Keywords: Reconfigurable computing, SIMD, compilers

6 Design flow and methodology for 50M gate ASIC

 Alok Mehrotra, Lukas van Ginneken, Yatin Trivedi
January 2003 **ASP-DAC '03: Proceedings of the 2003 Asia and South Pacific Design Automation Conference**

Publisher: ACM

Full text available:  Pdf (308.17 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 23, Download Rank: 1000

This paper presents a methodology for full chip RTL timing closure for very large designs. It also presents a methodology for the design of a virtual prototype concept of a "Silicon Virtual Prototype". The methodology is based on the placement and routing of logic blocks ...

7 Towards the next generation of 3D content creation

 Gerhard H. Bendels, Ferenc Kahlesz, Reinhard Klein
May 2004 **AVI '04: Proceedings of the working conference on Advanced Visual Interfaces**

Publisher: ACM

Full text available:  Pdf (243.26 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 53, Download Rank: 1000

In this paper we present a novel integrated 3D editing environment that allows users to interact with 3D content in a natural way. The system integrates computer graphics, such as shape modelling, video-based Human Computer Interaction, and 3D manipulation techniques. ...

Keywords: AR, HCI, augmented reality, human computer interaction, rendering

8 Patchable instruction ROM architecture

 Timothy Sherwood, Brad Calder
November 2001 **CASES '01: Proceedings of the 2001 international conference on Cache and memory management for embedded systems**

Publisher: ACM

Full text available:  Pdf (299.03 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 44, Download Rank: 1000

Increased systems level integration has meant the movement of many components including a processor, instruction storage, data path, and local memory. This has led to conflicts ...

9 Algorithmic issues in modeling motion

 Pankaj K. Agarwal, Leonidas J. Guibas, Herbert Edelsbrunner, Jeff Erickson, Michael Hershberger, Christian Jensen, Lydia Kavraki, Patrice Koehl, Ming Lin, Diane Mount, S. Muthukrishnan, Dinesh Pai, Elisha Sacks, Jack Snoeyink, S. Suri December 2002 **Computing Surveys (CSUR)**, Volume 34 Issue 4

Publisher: ACM 

Full text available:  Pdf (205.25 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 249, Downloaded (6 Weeks): 1, Downloaded (12 Months): 10

This article is a survey of research areas in which motion plays a pivotal role. It covers approaches to modeling motion together with related data structures and algorithms that lie ...

Keywords: Computational geometry, computer vision, mobile networks, motion planning, physical simulation, robotics, spatio-temporal databases

10 Development of a real time image based object recognition method for mobile robots

 Juergen Gausemeier, Juergen Fruend, Carsten Matysczok, Beat Bruederlin, Stephan Hartmann, Stephan Stoll February 2003 **AFRIGRAPH '03: Proceedings of the 2nd international conference on visualisation and interaction in Africa**

Publisher: ACM

Full text available:  Pdf (2.94 MB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 126, Downloaded (6 Weeks): 1, Downloaded (12 Months): 10

In this paper we describe an image based object recognition and tracking system. It uses a correlative process to generate the required data. The object recognition system can track multiple related objects. Correspondings ...

Keywords: AR, PDA, augmented reality, mobile devices, object recognition

11 Design methodology for PicoRadio networks

J. da Silva, Jr., J. Shamberger, M. Ammer, C. Guo, S. Li, R. Shah, T. Tuan, V. Vincentelli, P. Wright

March 2001 **DATE '01: Proceedings of the conference on Design, automation and test in Europe**

Publisher: IEEE Press

Full text available:  Pdf (328.60 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 39, Downloaded (6 Weeks): 1, Downloaded (12 Months): 10

12 Overview of augmented reality

 Ronald Azuma August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM 

Full text available:  Pdf (6.12 MB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 381, Downloaded (6 Weeks): 1, Downloaded (12 Months): 10

13 Adaptive tetrapuzzles: efficient out-of-core construction and visualization models Paolo Cignoni, Fabio Ganovelli, Enrico Gobbetti, Fabio Marton, Federico PorAugust 2004 **SIGGRAPH '04: SIGGRAPH 2004 Papers****Publisher:** ACM Full text available:  [Mov](#) (23:54 MIN),  [Pdf](#) (525.88 KB) Additional Information: [full citation](#), [at](#)**Bibliometrics:** Downloads (6 Weeks): 16, Downloads (12 Months): 103, Download

We describe an efficient technique for out-of-core construction and accurate surface models. The method uses a regular conformal hierarchy of tetrahedral cell ...

Keywords: Level of Detail, Out-Of-Core Algorithms

Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3**14 Static scheduling algorithms for allocating directed task graphs to multiprocessors** Yu-Kwong Kwok, Ishfaq AhmadDecember 1999 **Computing Surveys (CSUR)**, Volume 31 Issue 4**Publisher:** ACM Full text available:  [Pdf](#) (723.58 KB) Additional Information: [full citation](#), [at](#)**Bibliometrics:** Downloads (6 Weeks): 72, Downloads (12 Months): 737, Download

Static scheduling of a program represented by a directed task graph on completion time is a well-known problem in parallel processing. Since finding an optimal solution is NP-hard, the problem in general, ...

Keywords: DAG, automatic parallelization, multiprocessors, parallel programming, parallel graphs**15 Proscenium: a framework for spatio-temporal video editing** Eric P. Bennett, Leonard McMillanNovember 2003 **MULTIMEDIA '03: Proceedings of the eleventh ACM international conference on Multimedia****Publisher:** ACM Full text available:  [Pdf](#) (2.86 MB) Additional Information: [full citation](#), [at](#)**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 54, Download

We present an approach to video editing where movie sequences are transformed and warped under user control. This simple capability enables rapid postproduction modifications, ...

Keywords: feature removal, feature selection, multimedia framework, stabilization**16 Perceptual audio rendering of complex virtual environments** Nicolas Tsingos, Emmanuel Gallo, George DrettakisAugust 2004 **SIGGRAPH '04: SIGGRAPH 2004 Papers**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Mov](#) (24:25 MIN),  [Pdf](#) (475.04 KB) Additional Information: [full citation](#), [abstract](#)

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We propose a real-time 3D audio rendering pipeline for complex virtual sources. The approach, based on auditory culling and spatial level-of-detail, ...

Keywords: Audio Hardware, Perceptual Rendering, Spatial Hearing Model

Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3

17 Using shape distributions to compare solid models

 Cheuk Yiu Ip, Daniel Lapadat, Leonard Sieger, William C. Regli

June 2002 **SMA '02: Proceedings of the seventh ACM symposium on Solid modeling**

Publisher: ACM

Full text available:  [Pdf](#) (237.71 KB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 50, Downloaded by 1 user

Our recent work has described how to use feature and topology information to compare solid models. In this paper we describe a new method to compare solid models based on shape distributions, which are common in the computer ...

Keywords: 3D search, shape matching, shape recognition, solid model

18 Modeling layout tools to derive forward estimates of area and delay

 Donald S. Gelosh, Dorothy E. Steliff

July 2000 **Transactions on Design Automation of Electronic Systems (TDES)**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (278.32 KB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 25, Downloaded by 1 user

Forward estimates of area and delay facilitate effective decision-making in layout tools. Current estimation techniques focus on modeling the layout rules and estimating the resulting area and delay. This paper ...

Keywords: VLSI CAD, estimation, estimation techniques, layout, machine learning

19 Proceedings of the 2003 Asia and South Pacific Design Automation Conference (ASP-DAC '03)

 Hiroto Yasutura

January 2003 **ASP-DAC '03: Proceedings of the 2003 Asia and South Pacific Design Automation Conference**

Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloaded by 1 user

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Conference 2003(ASP-DAC 2003), a sister conference of DAC and DATE
the largest industrial ...

20 Runtime Power Monitoring in High-End Processors: Methodology and Tools
Canturk Isci, Margaret Martonosi

December 2003 **MICRO 36**: Proceedings of the 36th annual IEEE/ACM International Conference on Microarchitecture
Publisher: IEEE Computer Society

Full text available:  Pdf (921.50 KB)

Additional Information: [full citation](#), [at ACM Digital Library](#)

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 138, Downloaded 10 times

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measuring power dissipation of real, running systems has become crucial
design. Live power measurements ...

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